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Eidos Interactive are proud to present...

SHADOW WARRIOR



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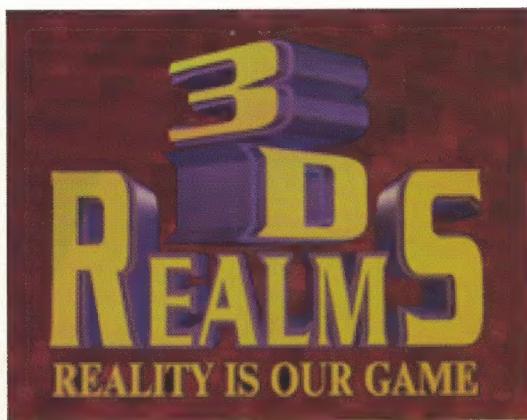
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Forget about preaching pacifist
Eastern philosophies, some people just
don't want to listen...



SHADOW WARRIOR

Some people are good, some are bad and some just don't care. These amoral types can be very dangerous. Don't mess with them because they tend to mess with you a whole lot better. Eidos, the company that brought you such revolutionary games as *Tomb Raider*, would like you to meet one such person and 3D Realms, the company that breathed life into him. Pay your respects to Lo Wang: Shadow Warrior...



Frantic blasting action awaits in Shadow Warrior



Blam! A well aimed grenade gives the baddies some pain!



And with baddies like this you'll want your grenades!

SHADOW WARRIOR

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Lo Wang is a trained assassin. Lo Wang has always been a trained assassin and Lo Wang will always be a trained assassin. How unfortunate then that someone has decided to bear a grudge against the Wang clan. A grudge that Lo will not let lie.

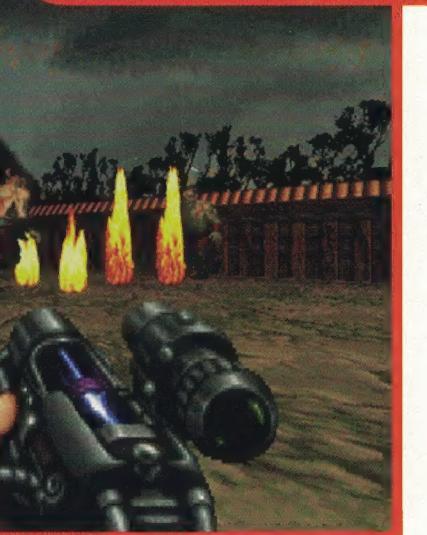
Lo Wang stands a mere 5'7" tall, weighs a slender 175lb and is already 45 years old. He's well versed in multiple martial arts as well as many assault weapons and despite the fact that he's got DEATH tattooed backwards on the back of his neck, he's a man with honour, pride and a fine

sense of justice. Only the guilty die at the hands of Lo.

Shadow Warrior is a pulse-stopping action sensation more bullet-ridden than a shooting range. Since the mid-70's Lo Wang has been the most feared and respected ninja to walk the face of this planet. He was the assassin of choice for the Japanese mafia, the Yakuza. Countless crime bosses, corrupt politicians, bent police chiefs and subverted presidents of large corporations died at the lightning quick and barely seen hands of the Shadow Warrior. He is the quickest and the most lethal – armed with untold numbers of bullets (well, you never know when you're gonna run out do you?), too many Shuriken to count, a razor-sharp sword and an assortment of deadly body parts (more about them later), the Shadow Warrior

is always ready to embrace his destiny. A destiny teeming with hideous foes far beyond the Shadow Warrior's wildest expectations. Where have these supernatural beasts come from and whose call are they answering? Only the Shadow Warrior has the power and courage to find out...

That's the plot behind the latest game to come from the development arm of Apogee - 3D Realms. Yes, the 3D Realms that created the world-wide hit *Duke Nukem 3D*. In fact, *Shadow*



Blam, blam, blam! Oh the joys of rapid-fire weapons!

SHADOW WARRIOR





Even the spirits of dead adversaries get in on the act.

But they're no match for the deadly Lo Wang. Take this...

Warrior has been created using an even more advanced version of the 3D authoring tool 3D Realms used to create *Duke Nukem* - the infamous Build engine.

The plot might be a bit thin but that's simply because 3D Realms know you're playing a 3D first-person perspective action game and that's pretty much all you need to know. Motivation for rampaging through 28 levels of mayhem? Heck, just for the fun of it is enough! Since *Duke Nukem 3D* the Build engine has been updated with a considerable number of tweaks added that not only improve the way the game looks and flows, but adds new dimensions to the gameplay. Rooms on top of rooms allows for a whole new avenue of gaming - you can now have beams running over a room and be above, below or standing on a beam. In *Duke Nukem 3D* the game was able to have sectors over sectors but you were not able to see both at the same time. *Shadow Warrior* adds a new level of reality

where you can see the path into an area, and all the levels in it at once!

There are also ledges, true bridges and more, including the inclusion of things like transparent water which can give multi-player games a whole new twist - chuckle to yourself as you hide underwater and watch your opponent go trundling past - oblivious to your hiding place - and straight into your sights. Other notable additions which really add something extra to the game are fog effects - tremendous for not only building up atmosphere, but for hiding in too! Coloured lighting helps keep the game as realistic as possible while the SVGA mode will make it look just so groovily peachy you won't be able to stop playing. Then there's the addition to the game engine of being able to climb up and down ladders. An addition that opens the doors to a lot more gameplaying opportunities.

And it's the gameplay that 3D Realms are most proud of. For a start you're not confined to dank, dark

SOME OF THE ABERRATIONS YOU'LL WANT TO TEST YOUR WEAPONS ON...

RIPPER

These horrendous creatures scramble around very fast and they can jump extremely high too. They also have the very unnerving ability to cling to walls and the like where they like to wait to pounce on you. If they manage it they fight like mad and will try to hack and slash you to death. Don't get too weak when you're in their presence because they will rip your heart out.

The only consolation to be gained from fighting a Ripper is that should you get the upper hand you'll be able to rip their hearts out and use them as weapons. Exactly how, we're not telling...

COOLIE



Coolies are neat. They're terribly loyal to their master and spend their whole lives wandering around with boxes of TNT in the hope of spotting Lo. Should they see him then nothing will stop them hurtling toward him and detonating their boxes of TNT when they get near.

COOLIE GHOST

And, of course, once a Coolie has shuffled off this mortal coil, his ghost will then take up the fight. We told you these guys were loyal!

UNDERWATER CREATURE

These are the scariest underwater creatures you're ever likely to come across. Not only are they armed with a gob-full of razor-sharp teeth but they can shock you like an electric eel from a distance.

JUST A FEW OF THE ITEMS LO HAS TO SEE HIS ENEMIES OFF TO ANOTHER DIMENSION...

RIOT GUN

The Riot Gun is a quad-barrel shotgun which has a high firing rate, making it an ideal weapon when you're face to face with multiple enemies. The Riot Gun has two modes: primary mode fires single rounds rapidly and secondary mode fires four rounds at once then pauses briefly for re-loading.

ROCKET LAUNCHER

Every good 3D first-person action game NEEDS one of these. The one in *Shadow Warrior* however has three different firing modes: primary mode is as you'd expect - a single rocket is fired. In secondary mode the firing's the same but this time the rocket's of the heat-seeking variety. The launcher's tertiary mode of firing is more like a time-bomb. A rocket is dropped and will explode after a certain amount of time has passed.

RAIL GUN

This is a very sexy bit of kit. Essentially it creates a magnetic field and shoots a piece of metal at very, very high speed towards the enemy. A lovely piece of high-tech equipment that we know you're just going to have loads of fun playing around with!

**STICKY MINES**

The great thing about a Sticky Mine is that it's, well, sticky. You can stick them absolutely anywhere you want to - on ceilings, floor, doors, vehicles and even enemies if they're dumb enough to let you get away with it. Sticky Mines are proximity mines so they'll go off when anyone or anything gets within their detection range.



Sometimes the only answer is to strafe the whole area...

dungeons, you're going to be able to visit places that look and feel realistic - check out the airport where a plane lies crashed on the runway. Clamber your way through open building sites, interacting with just about anything you can see as you go. And if you can't interact with it then the chances are you're going to be able to blow the heck out of it instead! After all, that's what *Shadow Warrior*'s really about.

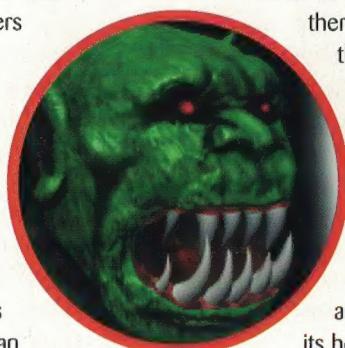
One of the coolest new features in *Shadow Warrior* are the gun emplacements. Some are placed on craft like battleships while others are simply set into walls, but wherever they are you're going to be able to jump inside and use the emplacement's massive guns to mow down your opponents! Now that's pretty cool, but *Shadow Warrior* gets even cooler: the player can get into and operate vehicles! Yup, if you're a bit tired of running about why not commandeer a tank? Or a boat, or an armoured personnel carrier? They're all in the game and most of them are armed too, so you can use the tank's machine gun, laser or rocket launcher or whatever to take out your enemies. And if you want to be really destructive, seek out the bulldozer and have a go at a bit of inner-city redevelopment! Knock those walls down or merely use it as a rather nasty killing machine by simply mowing down your



And sometimes the only answer is to keep pumping lead into the same target.

helpless victims as they try to cross the road in front of you. An experience Eidos is sure every gamer is going to thoroughly enjoy...

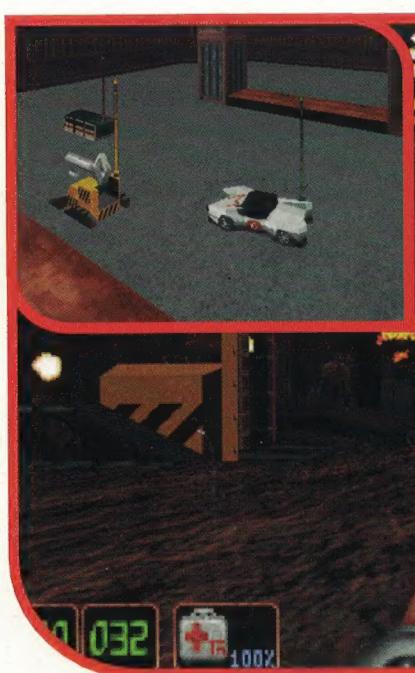
Using the vehicles really adds a new dimension to multi-player gaming too, despite the fact that the vehicles will have a limited field of operations - in single player mode especially you won't be able to simply jump in a bulldozer and hope to complete the game. The vehicles do suffer damage and will eventually stop working but all you need to get them up and running again is a toolkit.



So what kind of armoury is going to be at Lo Wang's disposal? For a start there are the body parts and there are at least two characters in the game that, when killed, become effective weapons. We're not going to give it all away but we will tell you about the Guardian Head. Kill the Guardian and you'll be able to pick up its head by sticking three of your fingers into the back of the skull. By removing one of your fingers you can then fiddle with the head's brain and make it fire in one of three different ways. Great fun for the player but the head doesn't enjoy it much. Oh dear, what a pity! Not forgetting that even when you're dead you can have a last pop at whoever's bumped you off by trying to vomit over 'em. True story.

As for the enemies Lo is going to be facing there are, as you'd rightly expect, hordes of 'em, like the Evil Ninjas. These little fellas have turned to the 'other' side

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Jump into a vehicle and drive it - while keeping your guns blazing, of course.

(not ITV). They can do just about anything Lo himself can do, including running, climbing, driving vehicles and so on and so forth, which makes them pretty formidable to start with but to make things worse they're all armed with Uzis. Which hurt. Lots. Curiously though, an Evil Ninja will turn his Uzi on himself when death is imminent (see the boxout for more details on the kind of enemies Lo has to face).

Playing in single player mode is vastly different to playing in multi-player mode. In single player mode you're attempting to work your way through the game by not only defeating your enemies but by solving all of the game's many puzzles that are designed to be enjoyable and testing, not just thrown in



This chap doesn't know it yet, but he's surely going to die...

to make your life harder. There are even puzzles designed that are going to have you driving around in vehicles to solve 'em. Come play our game – we'll test ya!

Duke Nukem 3D became an instant hit with PC gamers world-wide simply because of the fabulous combination of excellent graphics and compelling gameplay. **Shadow Warrior** is a large step forward. The graphics are better, the sound is vastly improved (3D Realms are the first to admit that **Duke**'s sounds were not as impressive and they'd wanted them to be) and the gameplay is even more riveting than it was before.

Action game fans are in for a treat. Some games pretend to be state-of-the-art, others try very hard to be tricksy while the true winners stick to doing what they do best. And that's what always shows through at the end of the day, no matter how you try to hide it.

Eidos is sure you'll agree that **Shadow Warrior** will be great and you've got Lo's word on that.



To enjoy **Shadow Warrior** you're going to need a Pentium P60 minimum (P120 recommended) with at least 12Mb of RAM (16Mb recommended).

SHADOW WARRIOR

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nyone who's ever delved into the world of shareware gaming will recognise the name Apogee immediately. Formed in 1987, this American company (based in Garland, Texas) can be regarded as pioneers of the system which, put simply allows anyone who wants to, to get their hands on a small portion of a game – through the Internet, bulletin boards or whatever and if the player enjoys the taster they can then purchase the full game directly from the publisher.

Apogee has three in-house development teams and these fall under the 3D Realms umbrella. 3D Realms was formed in 1994 and operates with a simple mission statement: to develop real-time 3D action games that lead rather than follow industry trends. 3D Realms will not diversify into other gaming genres – focus is the key to 3D Realms' success.

By devoting all resources, funding and developer talent into one area, 3D Realms can be a specialist rather than a generalist as most other publishers have become. 3D Realms will never be distracted by making a non-3D game. This unique position has attracted several of the world's top 3D programming gurus giving 3D Realms the talent needed to push 3D gaming standards to the limits. 3D Realms are responsible for, amongst others, the hugely successful *Duke Nukem 3D*.

George Broussard, President of 3D Realms has some strong opinions on just why 3D Realms are so good: "Developers rule at 3D Realms, we don't have one person in an ivory tower handing down game design specs to the remaining developers. Overall, we design games bottom-up rather than top-down which allows every developer more personal influence over a game."

direction and content. Personal influence translates into deeper passion and caring in how the game turns out."

George continues: "We don't even have game budgets - we never have and we never will. They're just not important to us because we'll never release a game until it's of the very highest standard. In the end it means we're a very developer- and development-oriented company. I think we're one of the best places a developer would want to work and the structure we develop games under – ignoring arbitrary business and financial issues – is conducive to making many more hits in the future."

For more information on *Shadow Warrior* point your browser at www.shadowwarrior.com and if you'd like to discover more about the developers Apogee/3D Realms themselves, point your browser at www.apogee.com or www.3drealms.com

GAME CREDITS:

Producer/Team Leader

Programmer

Programmer

Artists

Music/Sound effects

George Broussard

Frank Maddin

Jim Norwood

Stephen Hornback

Brian Martel

Lee Jackson

Map Designers

Additional art

Keith Schuler

Stephen Cole

Randy Pitchford

Eric Reuter

Doug Wood

Chuck Jones

